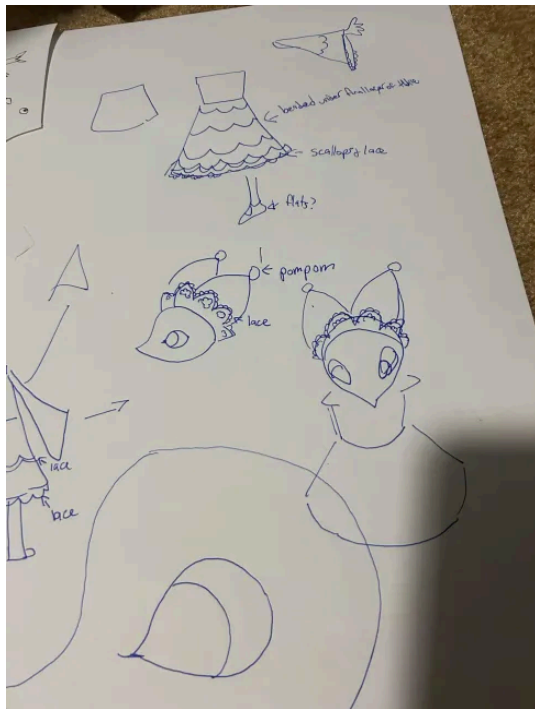


head

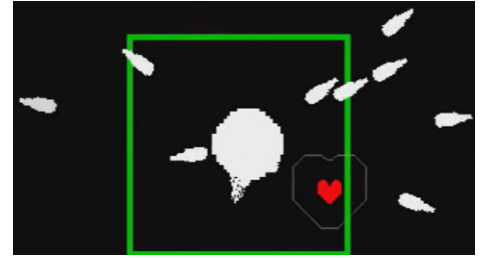


← This is the very first sketch I made for the project, to try and get a very rough idea for how I wanted everything to look. I made some colour mockups with and gradually edited it as I realized how, in practice, it looked quite sparse and washed out when I was actually wearing it



As the character is quite simple in design, I had a lot of room to work with. She's essentially a holy water angel who lives in a water cooler. Her dress is water flowing down constantly, and she turns pink once you can spare her. I changed a few aspects of the design to make it more fleshed-out for the cosplay.

I used sequins that reflect pink to mimic the fact she turns pink, and I added a white rectangle bib to her dress to visually reference the water cooler. I added white pearls throughout the design to reference her attacks. →



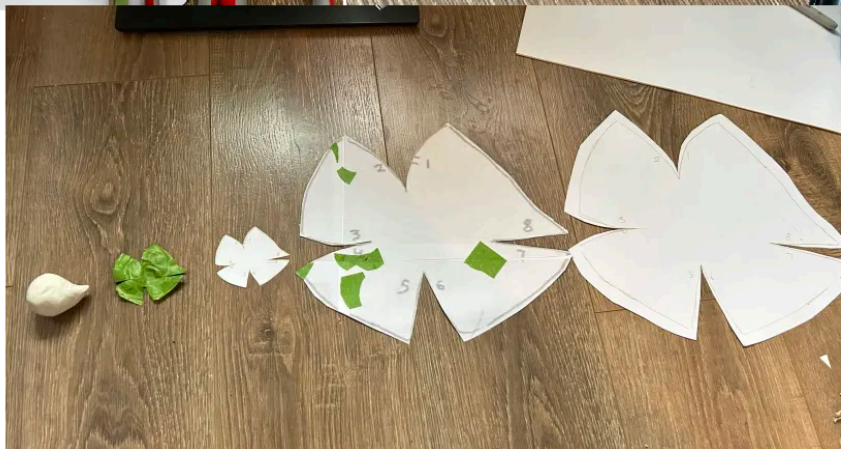
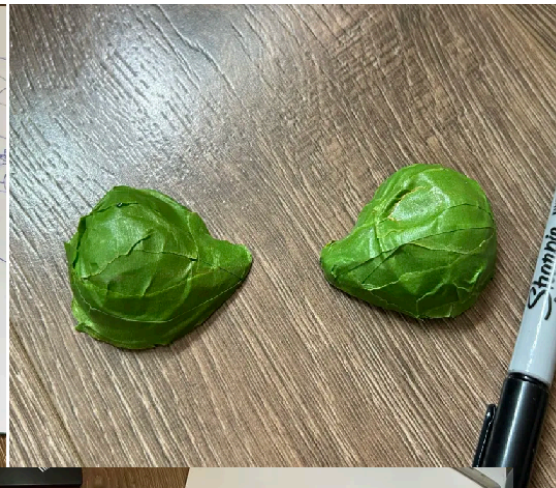
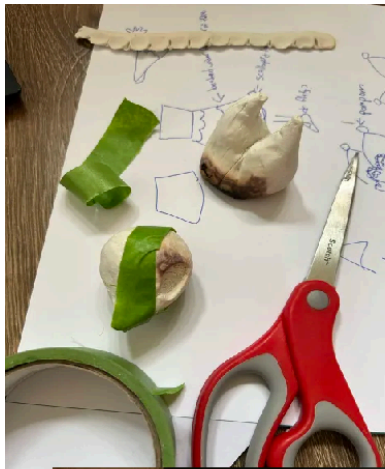
I also made the decision to tie the dark blue of her hat into the bodice and sleeves – the sprite uses this dark blue colour for shading elsewhere so it doesn't look strange, but having just the hat be a different colour in real life looked unbalanced.

Similarly, as the dress is basically just her body, I was torn on how to do the collar. I wound up echoing the jester-like shape of her hat with a jester collar, and used this to add more bells to the design and, again, add white pearls to mimic her attacks.

Materials used:

- ~ 5 yards each dark blue, medium blue, teal, and white cotton fabric
- ~ 3 yards blue fleece
- ~ 26 meters of 6 inch tulle
- Flat steel boning
- Assorted beads, sequins, and pearls
- Interfacing, heavy and medium weight
- EVA foam (0.5 inch thick and craft foam)
- Buckram
- Thin metal wire
- Spray paint
- Various glues (mod podge, fabric glue, hot glue)
- Turmeric (for dyeing, not eating)

The **head** was the first thing I made for the project, and that started with a small sculpture of the general head shape and eye positioning to get the proportions correct and have a 3D reference.

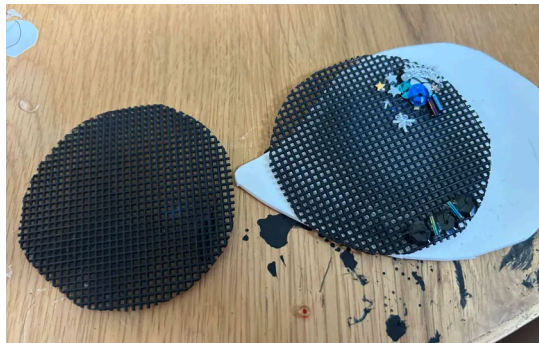


I covered the head in masking tape, converted it to a paper pattern, and scaled it up using an online print-making site (I believe rasterbator?). Voila! Head pattern. I made the head out of EVA foam, ~0.5" thick.

In order to make it more comfortable to wear and have a rounder shape I ended up adding a gusset down the center of the head. →
I also added upholstery foam to the nose to make it squishy.



Once the shape was correct, I also cut a bunch of holes throughout the head to cut down on weight and increase ventilation. Afterwards, it was time to break out the masking tape again and create yet another pattern, this time for the fabric covering. Here's the head compared to the original sculpt I did.



The eyes are made out of white buckram I painted black, hand-beaded beads and lace into, and then attached to white and black craft foam.



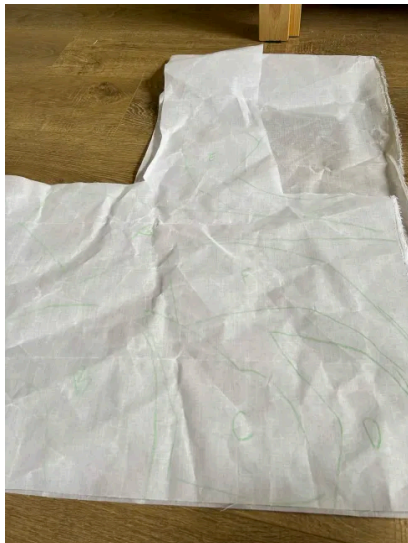
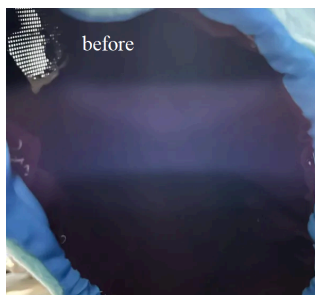
I cut out the head's fabric, sewed it all together, and glued it to the head, first around the eyeholes. I also went and hand-sewed the fabric closer to the head using the ladder stitch, then afterwards went over all of

my seams and picked out fluff with a pin to help disguise them. Here they are pre-fluffed. ←





I then glued in the eyes and eyeliner and beaded some extra details, including some sequin eyeshadow as well as some dark tube beads to make her defined eye-point-thingy. I lined the inside of the head using some thin purple knit fabric I had, and finished the neckhole of the hat with a blue ribbon. I eventually redid this to make it neater and added a cowl at the back to hide my hair. The inside of the eyes and ventilation hole are reinforced with some buckram I painted black to keep my lining in place and allow me to breathe (somewhat important).



She was coming together but was very bald, so next was the hat! I used the heaviest-duty interfacing I have (sew-in) to make sure it could withstand being in such an unusual shape. I used a hat pattern for Pomni (I believe Sarah Spaceman's?) and patterned a custom scalloped border. To add extra sturdiness, all of the pattern pieces for the hat were flat-lined with some scrap fabric I had. This was what the sew-in interfacing was sewn on to.

I hand-beaded around the entire border of the scallops (a pattern of 3 white beads then a sequin) and added a small amount of lace to the top.





I added stuffing in between the hat's lining and the external fabric to make it appear more voluminous, then I went by hand and ladder-stitched all of my seams to help them rest flatter. The interfacing I had really didn't like the cotton and kept wanting to wrinkle it, so this helped eliminate that.

After this, I added a lace trim and hand-beaded a pattern all along the length of the hat on both

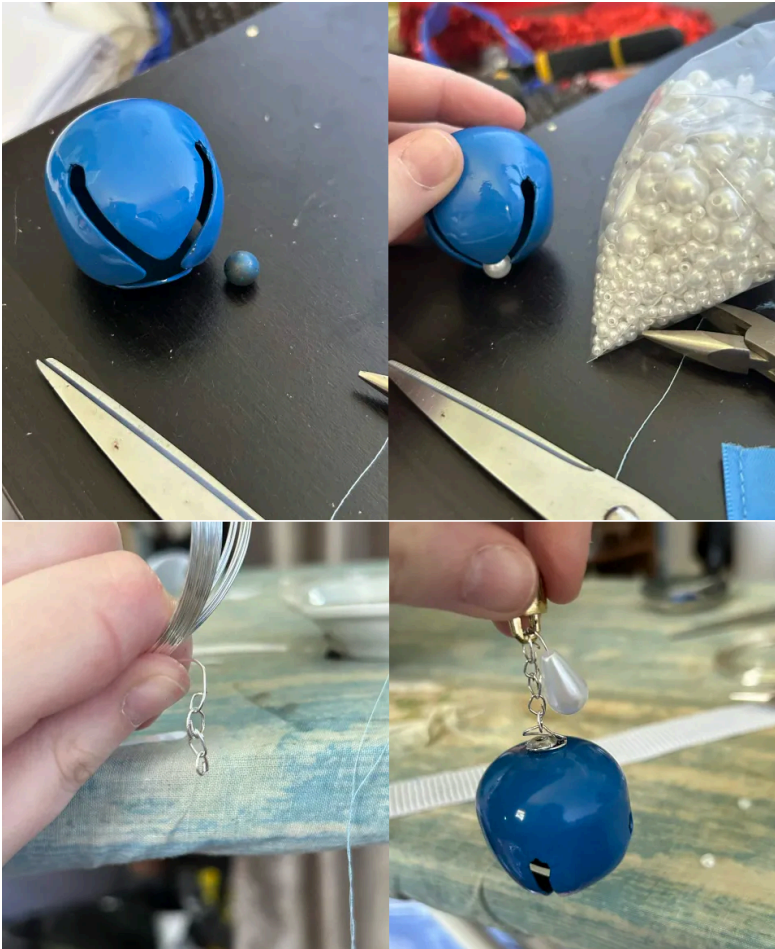
sides. On the white side the pattern is 3 white beads descending in size followed by a sequin, while the blue side has a light blue bead, a tube bead, a dark blue bead, then a sequin.

Finally, once this was done, I bound the scalloped trim to the hat with a ribbon (machine sewn on the outside, hand-sewn inside), ladder-stitched the scallops to the hat, then ladder-stitched the entire hat to the head itself. Later on I redid the stitching on the head to make it a lot neater and less visible. Here's a little before and after.



The bells I attached using a segment from some Christmas ornaments I have. (Christmas is a big part of Deltarune, so it fits, right?????)

The bells were initially bear-bells, but I took out the ringer and replaced it with a pearl bead both for aesthetic and to soften the noise. The blue one I managed to find was already in the perfect colour, but I had to spray-paint the white bell. I also went ahead and painted the bells for the collar at the same time. Afterwards, I sealed them with satin-finish mod podge



I couldn't find a chain that matched what I wanted, so I took a thin metal wire and my pliers and created a small chain. I added a little water-droplet bead to the top of the chain, too. For cuteness.

I attached them to the hat with hot glue, then when that was dry, I squirted heavy-duty fabric glue into any gaps and let it dry overnight. Despite the weight of the bells, thanks to this the attachment points are nice and sturdy. The heavy-duty interfacing means there's no deformation from the hat, too.

The collar was made with a pattern I got on Etsy from Lauravian Art. The closures are two metal snaps, and I added a ribbon on the back. The bells are the ones I spray-painted earlier, and each one is attached to a small metal loop I bent out of wire and attached with thread to the collar to ensure the bells have as much motion as possible. I later went ahead and hand-beaded some pearl designs onto the tips of the collar, too.



The leg warmers are incredibly simple, they're just large trapezoids I cut out of the same white cotton I used everywhere else, double-fold-hemmed on all sides to finish the edges, then added a simple elasticated band at the top. I also sewed some lace on the top, again for cuteness.



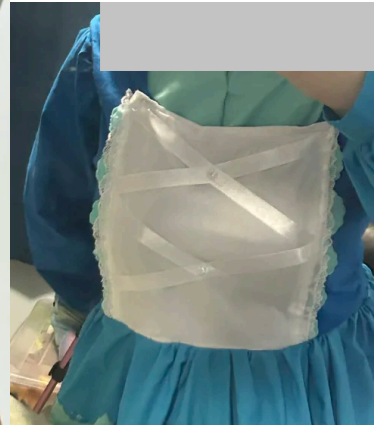
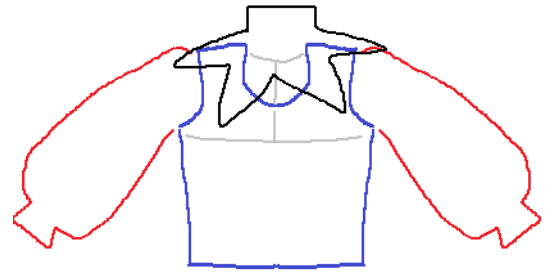
The bodice and sleeves were probably the most challenging aspect of the project. I used Sarah Spaceman's JSK bodice pattern as a jumping off point, and made about 3 mockups gradually altering it until it fit me better. The bodice is fully lined, has a zipper in the back and is topstitched along the edges. →

The pattern is sleeveless, and initially I attempted to draft a few sleeve patterns, but



none of them ended up how I wanted. There simply wasn't enough material in the bodice so it ended up pulling and wrinkling and was very uncomfortable.

In the end I settled on a very overcomplicated solution: The sleeves are attached to a mini-bodice that layers underneath everything. It's two halves attached with metal snaps at the seam in the diagram. It serves the dual purpose of both disguising my human skin in any gaps and allows me to detach the sleeves at any point if I overheat. The sleeves themselves attach to the dress with snaps. ← (As a bonus, I can disconnect the snaps by pulling at my shirt like a werewolf.)



I basically winged the front panel of the bodice but I still like how it came out. It's a separate piece that was then topstitched to the front of the bodice.

This also allowed me to create a dart on the front of the bodice, underneath the



white panel, to allow it to sit better.

The sleeves are just regular bishop sleeves I had a pattern for, I believe they're from Kiana Bonollo's leather dress pattern. I made a ripple effect on the different fabrics by sewing them in a wave formation (~ like this), ironing the waves down,



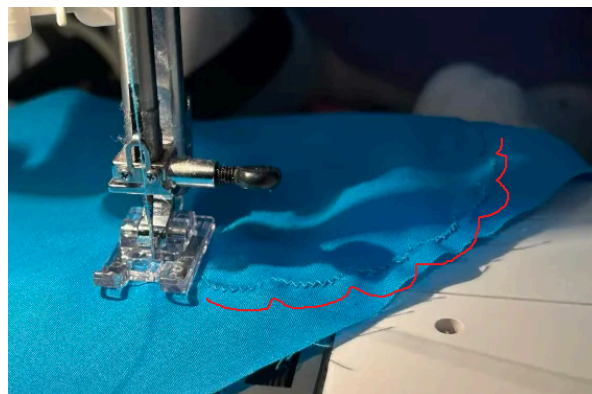
then topstitching them in place. The cuffs were interfaced and are just big enough I can slip my hand through them as-is while still being fitted, so I don't need to go through button installation hell. Inside, the sleeves are finished with a french seam.

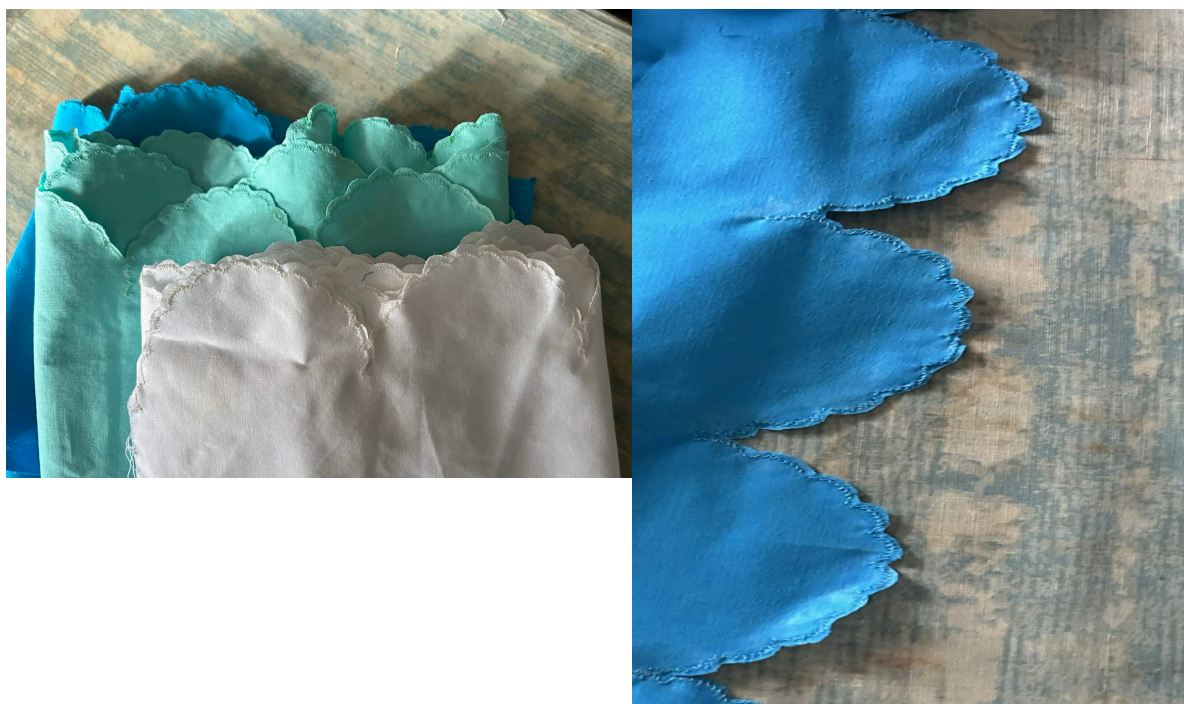
I also took this time to finish the arm holes and where the bodice meets the skirt with some bias tape I made on the inside.



The skirt is a gathered rectangle skirt. That's the most common kind of skirt in Lolita fashion, and it made it easy(ish) for me to do my planned scallop design.

I cut a panel 7.5 inches tall and 96 inches wide out of each of my colours of fabric. I traced a circle about 4 inches wide over and over again, then used the scallop stitch on my design and went over each circle. This created mini-scallops about a half-inch long on top of my big scallops, as well as making a stitch that wouldn't fray. I glued the fabric so it wouldn't fray, cut out each mini-scallop individually, then sealed every single edge with fray-check.



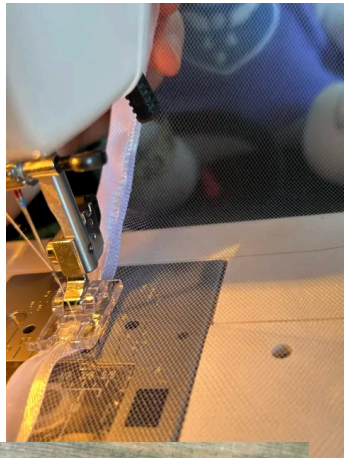


It took a while!!! Then I pinned the layers together and sewed each big scallop down on either side with a zig-zag stitch. This left the middle open: I bound the topmost layer to the middle layer with hand-sewn beads and sequins, but I left the middle layer open to allow for more ventilation as I overheat pretty easily.



In order to match the shape of my concept art and add more movement to the dress, I decided to make a combination petticoat and hoop skirt as my under-layer.

I broadly followed Kirilee Cosplay's tutorial and cut out about a bajillion (~25?) meters of tulle. I made three layers increasing in volume, with the bottom layer alone being about 15 meters of gathered tulle. I'm not sure why I did this to myself, but I edged the entire bottom layer with ribbon. I also went through the entire ribbon trim afterwards by hand and added some sequins for extra sparkle.



For extra volume I also made another version of the top two layers, one with blue tulle, and attached them underneath the original ones when I sewed them together.

The hoop skirt is an incredibly basic elasticated waist rectangle skirt, with boning added in at the hem as my hoop.

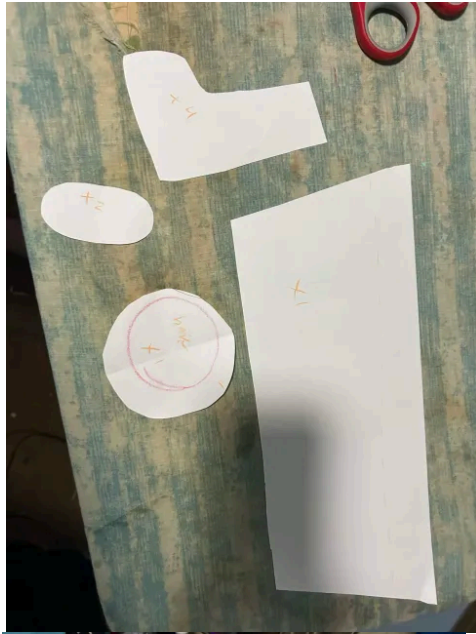
I initially used plastic boning, but it kept deforming and didn't have the structure I needed, so I bit the bullet and ordered flat steel



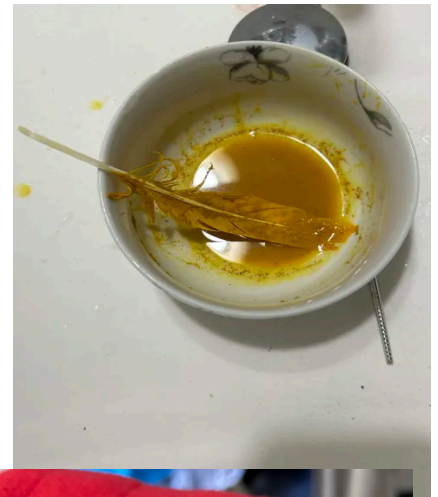
boning which instantly solved all of my problems.



I really enjoy sewing plushies, so at the last minute I decided to make a little Cuptrain plushy to bring with me. In game, these guys are essentially wannabe retainers to the Mizzles, so I felt it was appropriate lol.



I made an incredibly simple pattern and cut it out of some fleece I had. The solo cup body has some topstitched details and has a little white fleece binding on the rim. I eventually realized the legs were yellow so I had to remake them lol. The feather is a real feather I had, which I dyed with turmeric and chalk. I cut out a circle of black felt with two small holes in, which I attached around the inside base of the cup and the legs with a ladder stitch. Finally, the eyes were attached with a whip stitch once it was almost done.



That's about it!!! Thank you so much for reading. I really learned so much making this cosplay. It's only my 2nd fully completed cosplay and almost every element of it had to be tweaked or redone in some way to get it looking closer to how I imagined it. Since I only decided to compete at the end of June, it took working on it every day and trying to stick with it through all the weird speedbumps and roadblocks I encountered.

My first ever contest was AniRevo in 2024, and even though I didn't win anything I still had such a fun time trying my best and seeing everyone else's cosplays, so I'm really happy to be back with a cosplay I'm proud of.

Thank you!!



I added fake nails to my handsocks from WeLoveColours to make them a bit more lifelike. I also decided to add a belt/waist cincher with pockets, which is essentially two layers of interfaced fabric with two flounces that act as pockets on either side. It closes with a button and two snaps. The pockets/flounces are open on one side so I can store my phone.

